

ABSTRACT OF THE DISCLOSURE

The present invention relates to a user-to-user communication system and method via a network. The communication system and method recognizes a first audio signal which is inputted from a user, converts the first audio signal into a first text data, and transmits the converted first text data, applied with a transmission code, into a counterpart terminal via the network; and receives a data applied with a transmission code from the counterpart terminal and converts the data into a second audio signal to output the same via a speaker. When one of users or gamers wants to have a conversation with a counterpart gamer during a multi-user network game, communication among users participating in a multi-user on-line game can be smoothly executed in a narrow network bandwidth.

Fig. 2